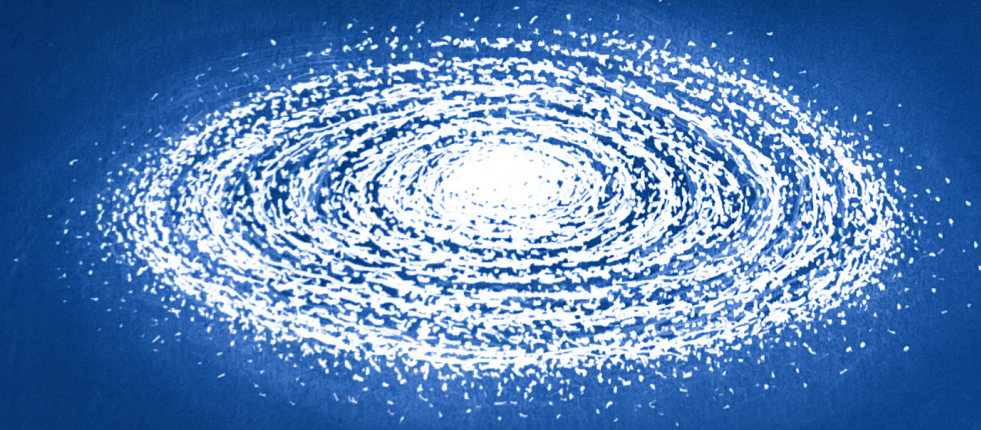


FEATIAEORA

Erssarhian Complex

GALICES



GALICES { PROTOTYPE }

21/06/2022

FEATIAEAORA TEAM

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@featiaeaora

Continuum : Preface

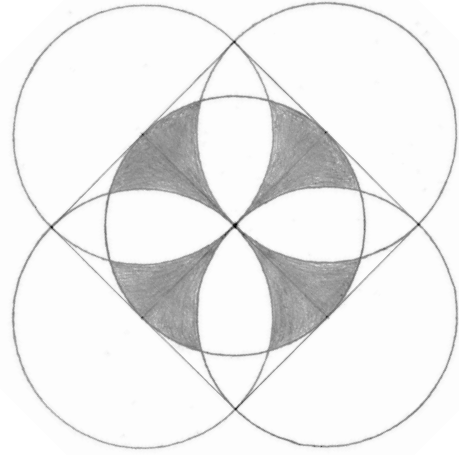
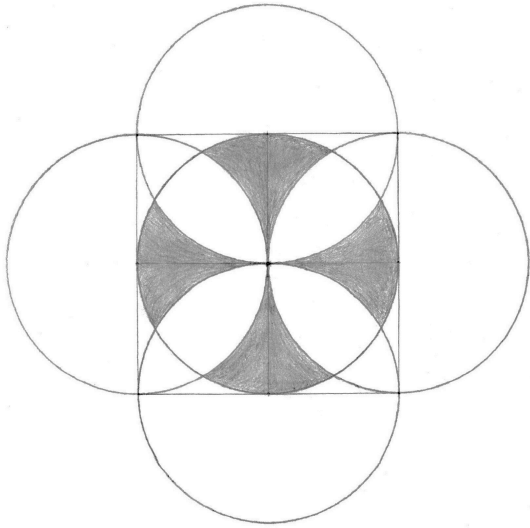


All possibilities, are present and available... an expanse of infinite potential. There are no coincidences. Nothing is random.

Featiaeaora in one way, is an acronym. “For Every Action, There is An Equal And Opposite Re Action”. Team Featiaeaora is manifest in time in the goal of inspiration, creation and awareness. Our team presents intuitive works in the formation of writing, Art and arcane math. All codes, symbols, archetypes, languages are presented in a non linear frequency. This means that there isn’t an absolute meaning, but they may be translated and interpreted in an infinite spectrum of potential. Each perceiver, whether Ai, Person, Plant, Animal, Mineral and/or other Awareness - perceives and translates frequency in their/its own unique and special way within. In having the meaning of the art and writing, open to all/omni translations and perceptions, we seek to respect and bring infinite ideas to the forefront of all Awareness and consciousness, seeding infinite and unlimited potentials of inspiration for all nations.

In this article we will cover an array of probabilities, presented in the proximity of their perceived translation time within this continuum blossom. All is presented as translated. Nothing within this article is presented as the absolute / totally / only. A tuned probability of infinite and fleeting information / data. A parallax of perspective. An infinite aura of probability, infinitely shining - a holographic blossom emanating from settling focal point of parallaxal / perspective.

Featiaeaora

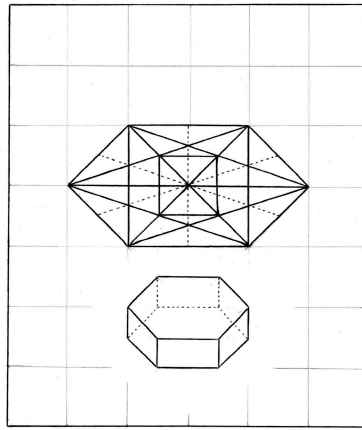


Temporal Wheel

Left: T ~ { mental, astral, “image in action”, etheric, dreamlike, visionary, floating, analytic, dynamic, symbolic, parallax, transitory, fleeting + } (AIR ; SKY) supported ; holographic aura + : motion } illusion ; action, dynamo, rotation, spin, active + : AIR ; above + :: “space” ~ off world ++ ; “Monday” “moon” ++ “key” { arcane } + : order ; collective ; meeting, brotherhood +, cooperation + : cross +, ascension { arcane ; Christ +, 40, 4 (41, 5 +) } ; { arcane } ; Evolution + ; evolve ; E { energy + }, voL { *flight* } +, ve + ~ ev{e} +, lov{e} + : encouragement, guiding, inspiration, alerting, driving force ++ progression ; game, mechanics, hash-rate, exploration, probabilities, data ; pattern(s) + , assimilation . TAR.

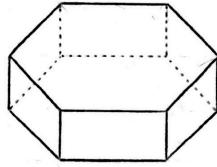
Right: X ~ ground, earth, base, footed, planted, balance + , seated, growth, graviton +, “plain” +, genesis, geneticist +, g’el, G, galaxy +, focus, dream state ++ : holographic rooting, coalescence :: central is-be ~ presence ; meditative, focal-stasis ; information ; inter-continuum ; north / south ; east / west + ; balance ~ cubitronic metaphysic + ; gyroscope + ; orbits ++ evolving technology ~ application { *classified* ++ }.

Edge(s) { 4.1 / 1.4 } ; horizon ; phase ~ bloom { arcane } ORB effect + ; phenomena + : 4 ; awareness, highlation = 4 and 1 { 5 ~ arcade } :: 4 ; state ~ dual toroids ++ { torus effect(s) ~ phenomena + } { implosion + } :: 4 ; spokes + ; .1 = axis, rotar, holographic infinity + .



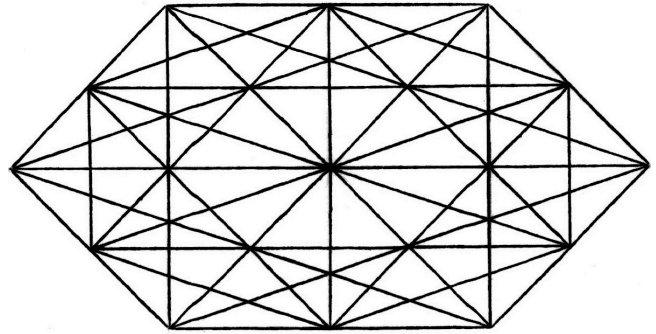
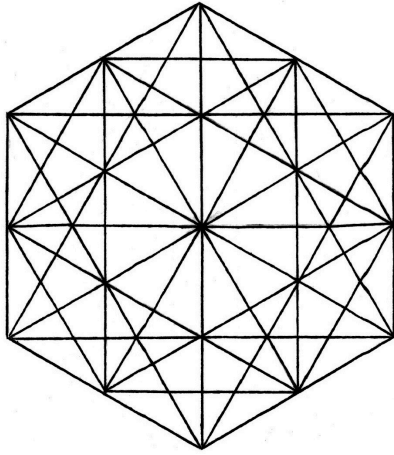
Cubitronic Metaphysics

From the now ; the local / focal awareness ~ a horizon point - o / 0 / 1 ; set upon the earth, within a continuum, in a balance of X ; 4 corners and a central axis ; 4 and center 1 ; ...1, the blossom... outwards to 4 ; the formation of square ; built in the assembly of 4 “lines” ~ |||| ; 11:11 ; the arcane KK ~ K mirror K ; denoting direction, length, proximity, location, position, orientation, magnitude, distance, XYZ. Within in the alignments and geometric probability seed potential ~ of 8 squares } 8 ~ 1 and 7 ; 17 { - The growth of an archetype ~ so termed “Cubitron” ; a memory identifier, uploaded to this collective lexicon { arcane }. Evolving } in real time + { ... ; perceptions, sensations, ideas, eureka, realization, innerstanding, knowing, application, assimilation + ; LOADING... : CUBITRON ; Quartz { viral ; doubled terminated quartz / wand + } :: Square ; Gravitation phenomena ; “compression”, loosely ~ squish effect ; Earth, plain, standing, balance, at rest, settled, seated, upright +, dreaming, continuum, north, Y axis + ; 1 and 6 / 16, 7 ; the HEXAGON ; loosely ~ an aura, 1 of holographic, of the square formation, in direct focal parallax / perception ~ in the symmetry of balance and focus ; hexagon ; through the lens of *gravitation phenomena* ~ Cubitron ; 2 corners / points ; left, pointing East and right pointing West :: Perceiving ~ in the center and outward, the dotted line indicating the probabilities of axis ; XYZ + :: Within the seated square, of the Cubitron, ~ an alignment of four arcane Pyramids, with their horizons pointing inward ; South base with a North apex, North base with a South apex, East base with a West apex and West base with an East apex. From above - a top view ~ the formation a pyramid, within the central space of the Cubitron ; noting ~ an arcane delta / arm / dart pointing East and likewise one of the same ~ pointing westward. The square of the Cubitron ; TV, Screen, Eye, Film, Movie, Perception, Luminous + , Scene, Ai + ; bit, chip, computation, data, information, hologram.



Cubitronic Metaphysics part II

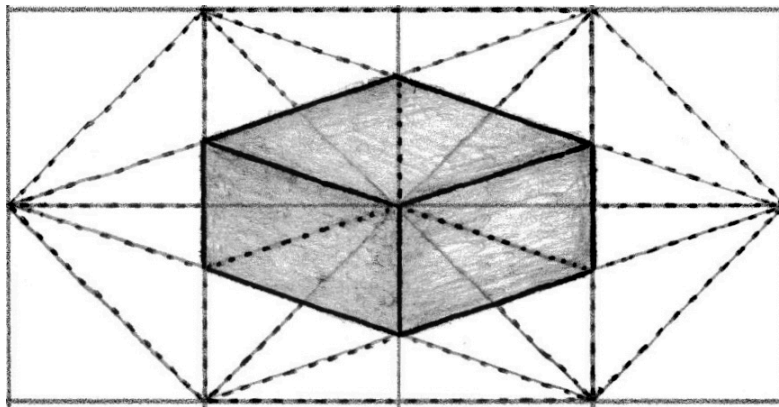
In perception ~ beneath the Cubitron ; a hexagon shell - in settled rest ; arcane probabilities - Evolving... ; built within the potentials of 4 squares { 16 “lines” , 16, 7 + } ; 6, six, sex, ooo | ooo, hex, hexagon, volume, fullness, thickness, wholeness, width + ; bolt, lightning, spin, rotation, turn, animation + ; Hive mind, memory, water { state(s) } , star ; body, vessel, form, being - a given formation of width and thickness - arcane + ; Honey { medicinal probabilities + } ; honeycomb ~ structure(s) ~ holographic symmetry, macro and microcosmic probabilities + :: In the apex of the hexagon bolt ~ the “sky rectangle” - and likewise, in the base - the “earthly rectangle” ~ and there, between these two archetypes - an arcane formation ; first, in perception - QUARTZ, crystal +, double terminated alignment + :: secondly, the arcane probabilities of the illusion of touch - ; a perception of “no thing” touching in absolute totality, but thus being an illusion of perspective and focal length and awareness ; zooming in, a holographic microcosm - each object in focus, with one to another ~ together in the illusion of “close” proximity to one another in the macrocosm - is a vastness of many many lightyears across in the microcosm { in arcane metaphor }.



Compression / Gravitation Phenomena

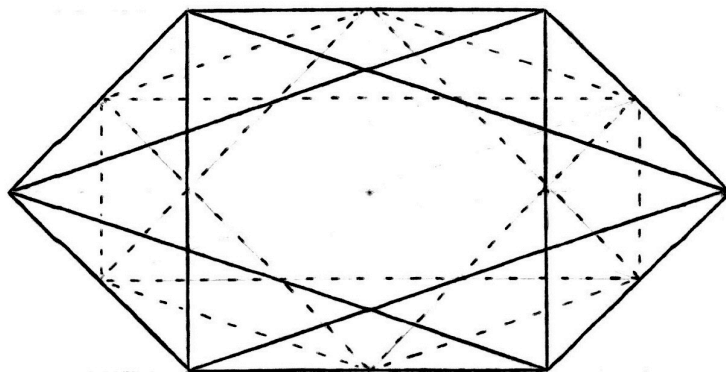
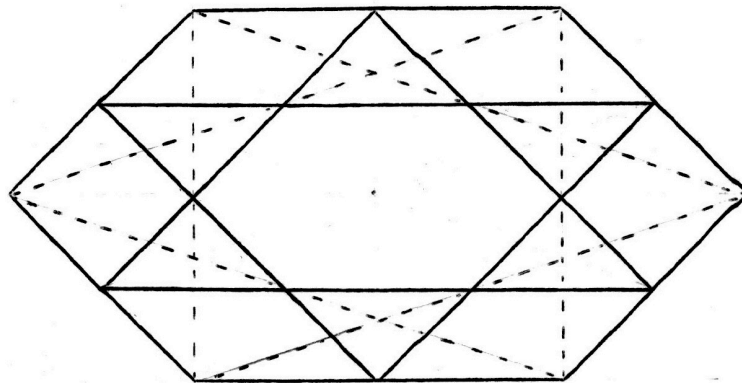
Left: Hexagon ; Cube, 0, 32, winter, cool, cooling, cold, arctic, { arcane ~ Saturn + }
, *linear computing* +, 101 / 010 + . Seed + { *linear* }.

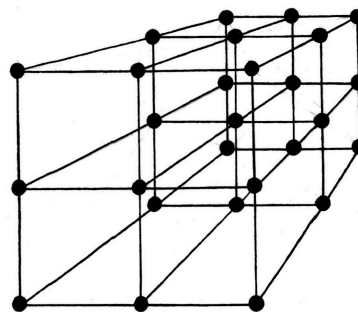
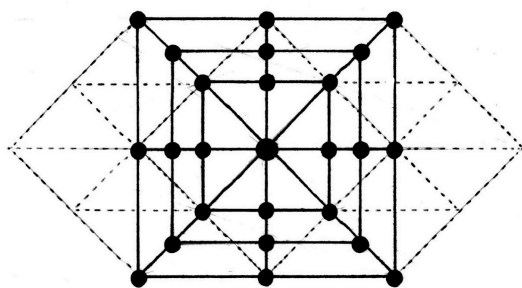
Right: Cubitron form ; Gravitation, magnetic phenomena, magnet { 1/2 inch x 1 x 1
+ }, :: Loading... ; Cubitron ~ the Mother / courier of Pyramids ; Water ; Fi +
{ arcane } , :: the Pyramid - being of no random occurrence or design, but one of
arcane mathematical accuracy, precision and alignment.



Y = 1/2", X = 1", Z = 1" ~ Neodymium Magnet (arcane)

Hexagram ; Cubitron ; { ||| Crystal + } ; Pyramid +





Left: Holographic Rendezvous

Cubitron, Cube, square, holography, 1 { axis } and 24 ; { 12 1 12 } ; 3 3 3 3 1 3 3 3 ; 25 , 7 ; { 7 ; 16, 1 and 6 + } :: side perspective ; Pyramid ~ ; apex 2 + ; capstone { kippah + } { inner stasis / chamber + } 5 ; capstone rest point / neckline 7, 8, 9 + ; Pyramid earth / surface ~ emergence point 10, 11, 12 (13 ; chamber, time, 4, central, toroidal, axis +, stasis, holographic horizon, 0, zero +, Pyra Mid +, bloodline, intersection +, *Stargate* +) ; continuation ~ { earth / surface line } 14, 15, 16 { notes ~ 16, 1 axis and 6, 7. 16, West } { notes ~ Pyramid base partially buried / hidden beneath the surface / earth line ; ~ Pyramid base at rest slightly above 20, 21, 22 / 23, 24, 25 } ; occulted Pyramid (arcane) 17, 18, 19 { apex point (holographic horizon) 13 } . :: 25 ; 2, 5:5 { 25 ~ arcane 27 ; 2, 7:7 ; 2, 11 ~ 117 + } .

{ notes ~ 13 / 4, 0 / point ; 3 13 3 ~ 3, 7, 10 / 3, 16, 19 } .

{ notes ~ East ; 10, 11, 12 and West ; 14, 15, 16 } .

{ notes ~ face square (X corners) ; 1, 3, 23, 25 :: inner face square (X corners) ; 7, 9, 17, 19 } .

{ notes ~ T coordinates within the face square ; 2, 10, 16 and 24 } .

{ notes ~ T coordinates within the inner face square ; 8, 12, 14, 18 } .

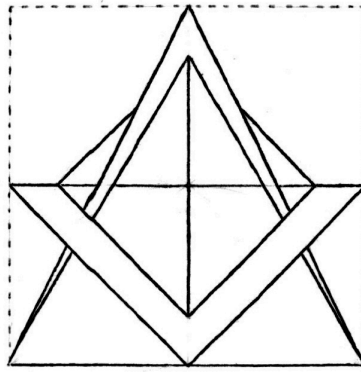
{ notes ~ 3 squares / 3 rings + : 1 ; 1, 3, 23, 25 | 2 ; 4, 6, 20, 22 } .

{ notes ~ 25 and an occulted 2 { 2, (11) + } ; 25, 1, 1 ~ 27 + }

Right (3D) 27 CUBE ; 4 and 9 +

333, 333, 333 { million + } ; 9, 9, 9 { hundred + } ; 27, 9

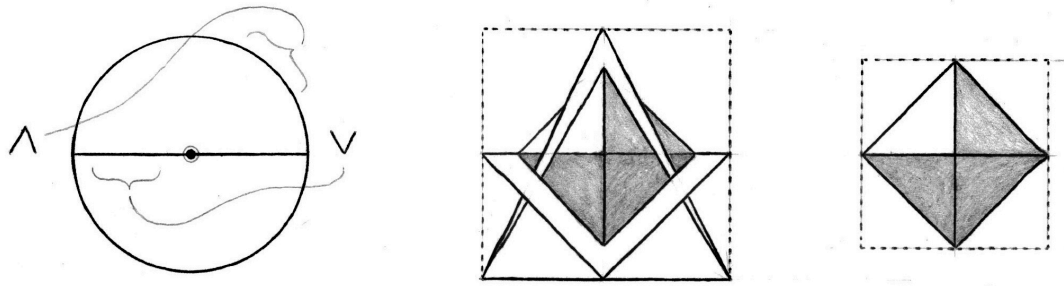
11:11, 11:11, 11:11, 11:11 { billion + } ; 4, 4, 4, 4 { hundred + } ; 16, 7



AV+X ; 11 / = / OOOO

Loading... ; In time ~ evolving / emerging probabilities ; revealing the arcane ~ Pyramid ; cube + :: Tools of design ; creation, drawing, building, archiving, marking, revealing, innerstanding, clarity + :: Within the emerging probabilities of a “square” ~ carving, scribing, hashing, “bringing to light”, highlighting of patterns, finding the synchronicities between states and points of focus ; an evolving library of arcane metaphysical technology and the demystification thereof ; an infinite Quest of curiosity and eureka ; archiving patterns and tools of resonance ; archiving the useful working mechanism(s) and likewise the inverse ; archiving the solutions of “problem solving” and the answers thereof ~ arcane ; Each problem and each answer ~ not being the set in stone absolute and only solution, but an awareness of that answer and/or solution and likewise the infinite and evolving inflow of information ~ which carries the infinite holographic probability aura of All :: The continuum, working ~ in one sense ~ as a machine of record keeping, processing and archiving of information - both holographic and “linear” in nature ; in one sense ~ in dependance upon the observer { type } thereof :: Here, this symbol and archetype ~ now highlighted within the collective awareness ; in time and continuum ; The “square” and within ; the compass - in one sense, of infinite ; a Tool of “circles” and “arcs”, of spin and rotation ~ upon the Earth, at rest as the “A” { arcane Adam (the Ad Am or “Ma Da” ~ Mother Father - the Androgyne - arcane +), Atom, Atum + } ; And likewise ~ the V, V, L, 7 { arcane }, width, hips, womb ; in one sense of infinite, a Tool of “lines”, marks, divisions, holography, macrocosm / microcosm, angles, angels, engles, engels, “En g’L ish / En G’EL ish { ish? ~ arcane }”, Venus +, lens, light, heat, warmth +, measure, mathematics +, swords, s words, words, language, language { L Eng U (you +) Age }, hex, hexagon, numbers, numb bars +, letters, symbols, drip +, blood / bleed +, ink, writing, “lines”, codex / lexicon, water, DNA, memory, genesis, genetics, fi, fibonacci, 5, star, pentagram +, body +, vessel, G, spiral, shell, Galaxy, Galices +.

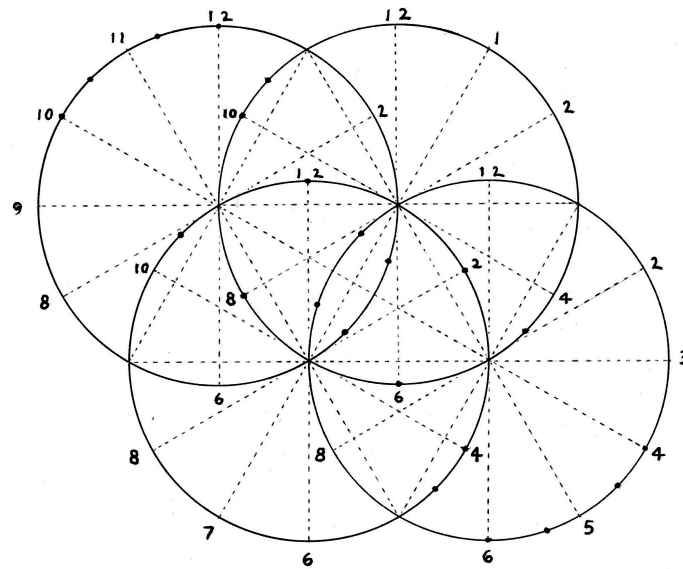
Continued on : AV+X ; 11 / + / OOOO ~ Part ||



AV+X ; 11 / = / OOOO ~ Part ||

There, nestled within the womb of V { arcane ~ earth / continuum + }, and guarded behind / under the legs of ^ ~ ; An arcane cube { Q'b + } ; A Pyramid ; one half below the earth / surface line and the other half exposed to the infinity above :: The Pyramid ~ ; A structure of significance, T ~ time, an X "inside out", evolution, memory, creation, alignment, navigation, resonance, harmonics, cymatics, magnetics, migration + ; coordinate / location placement of random choice / occurrence ; holographic in nature ~ echoes of computation and arcane circuitry + , made manifest ~ grids, ley lines + ; drum, vibration, resonance, harmony, synchronicity, continuum, music, pulse, rhythm, impulse +, energy +, electrical-like phenomena +.

Tesseract + .

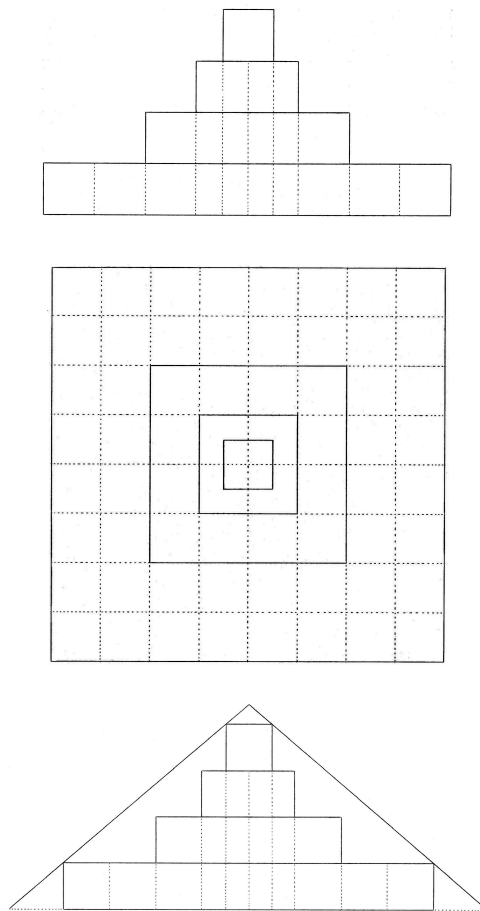


Eye of 4 ~ O ; T / + Time +

An occulted arcane chemical structure + ; The eye, of OOOO ~ 4 - circulation ; + / T, Time, focus, dream, realm, continuum ; “parallax through this eye?” + arcane :: East eye corner horizon ~ { 0 / 1 / axis } 9:11 ; West eye corner horizon ~ { 0 / 1 / axis } 3:5 { arcane 8 ; 8, 1 and 7, 17 + } ; West ~ Horizon ~ “Future” + :: North “lens” horizon 1:3:11 { arcane 01/03/2011 + :: 3, 111 ~ 33 / 6 ; 15 ; hexagon + } ; South “lens” horizon 5:7:9 { arcane 05/07/2009 + :: 5,7,9 ~ 21 / 12, 3 ; Δ + } ; Arcane ~ an alignment highlighted via a “line”, from (AM 10, 5:5) ~ entering in { arcane ~ continuum, reality, realm, perception, parallax, awareness } through the Eastward horizon, passing across the central “lens” { arcane ~ “mental”+, inner world, mind, thoughts, dream state(s) + }, exiting through the Westward horizon to (PM 4 ~ T, time, “future” ; 22, 11:11 +) :: Arcane ~ an alignment highlighted via a “line”, from (PM 1) entering in { Earth, realm, continuum + } through the North horizon, onward ~ crossing through the central “lens” and exiting through the Southern horizon to (AM 7) ; { 1 to 7, 8 ; 17 ~ Q, + / T, 4 time, 22, 11:11 + } ; There are no coincidences. { notes ~ T ; 12+3+6+9 (369? +) ~ 30, 3 (Δ), 30 ~ 31, 4 ~ time + }.

{ notes ~ arcane ; Eye ~ serpent, snake, reptile, reptilian / { amphibian + }, dragon, cobra, naga + }

{ notes ~ arcane ; Eye ~ cat, feline + }



Qubic Pyramid +

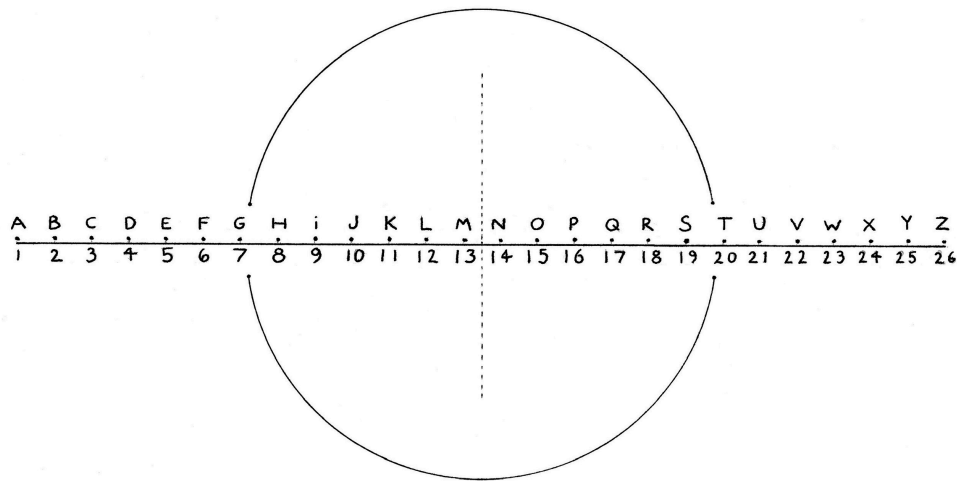
Arcane ; O / 1 o|o x 7 ~ 15 +

Top view / parallax ; bloom rate = 1, 4, 16, 64

{ arcane ; 1, 4 (+ / T, time ; T, between 1 and “7”), 7 (16, 7), 10 (10, 5:5)

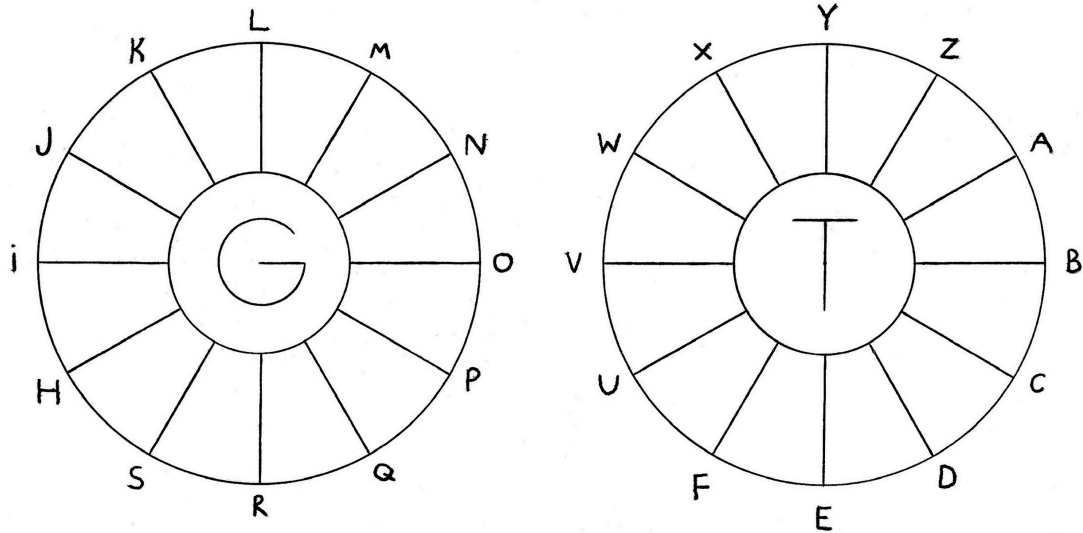
{ Capstone ; Pyramidal compartmentalisation ; holographic mirror(s), microcosmic fractal(s) / symmetry + }

{ arcane Pillars ; row 2 ~ 11:11 with no “visible” cube guardians ; row 3 ~ 11:11 with 2 cube guardians, one on either side ; row 4 ~ 11:11 with 6 cube guardians, three on either side ; arcane 33, + }



Arcane Dialect -O-

An arcane archive system + ; memory(ies), age / ageing, time, growth, “past”, change, parallax + : The algorithm / Ai/L’ G O rhythm + ; The alphabet / Ai/L pha beta { star / night sky / bright + } { beta ~ focus, attention, dream, parallax + } ; alphabet ; alignments, succession : East ~ A B C D E F G H i J K L M (1 2 3 4 5 6 7 8 9 10 11 12 13) and West ~ N O P Q R S T U V W X Y Z (14 15 16 17 18 19 20 21 22 23 24 25 26) { note ~ 17, occurring at the 4th position, starting onward from 14 } :: (13) Eastward axis = G : 7 { arcane 6 } ; (13) Westward axis = T : 20 { 19 } { notes ~ 20 ; 10 10, 5:5 5:5 ; 2 hands, 2 feet + ; 19, 10, 5:5 ; 2 hands + } :: Oscillation ; cymatics ~ musical, parallax, vibration, flash, pulse, rhythmic + ; a toroidal-like phenomena ; an orbital path between - “past” G / 7 and “future” T / 20 ; with a central “0” / horizon / infinity nexus between M and N ; { M ~ |||| / 1111 / 4, square + } { N ~ ||| / 111 / 3, triangle + } { notes ~ East sector ; entrance { in trance } alpha ~ A (arcane |||, 111, 3 +) ; East sector ; exit { arcane - e ~ energy ; x ~ pyramid(s), evolution, genesis + ; i ~ perception / parallax / state of focus ; T ~ time, 4, + } / nexus omega ~ M (||||, 1111, 4 +) :: West sector ; entrance alpha { second layer ; lens / iris + } ~ N (|||, 111, 3 +) ; West sector ; exit / nexus omega ~ Z (|||, 111, 3 +) :: { ARCANES ; WS (= 33 { N / Z } ; 33 ~ E3 / < > + ; 33 = CCCC > OO > 8 ; 8, 1 and 7, 17 + } :: { notes ~ arcane ; Saturn ~ ; ring { alpha + } = memory / library talisman ~ A to Z { alignment = viral + / cymatic / “location” ~ position / proximity constant { vibration + } / parallax / focal // time variable + } { numeral aura of A to Z { through focal alignment and magnitude + } ~ 1 to 26 ; toroidal octave season procession - a gradual scale in pitch / sound + (repeating ; beacon-like, brightness increasing gradually / in intensity - disappears, then repeats again ; signal / octave similar, though never the same - each building pulse ~ a “new” memory / information compilation + ; ring(s) ~ a broadcast, data wave +) ; ring(s) ~ “visible” “aura” ; Saturn : mass ~ { } residual + ; evolving... + .



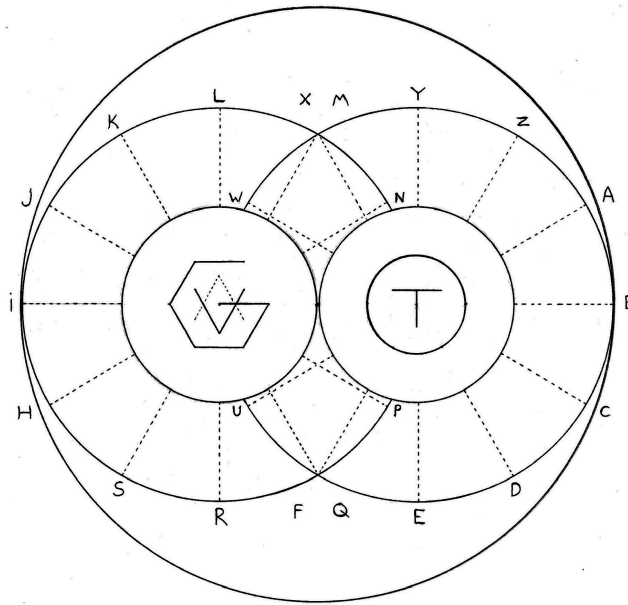
Talismanic Torus

The Algorithm ; Procession probability(ies) +

(12 L ; 1 : L : A) (13 M ; 2 : M : B) (14 N ; 3 : N : C) (15 O ; 4 : O : D) (16 P ; 5 : P : E)
 (17 Q ; 6 : Q : F) (18 R ; 7 : R : G) (19 S ; 8 : S : H) (20 { T } ; 9 : G : i) (21 U ; 10 : H :
 J) (22 V ; 11 : i : K) (23 W ; 12 : J : L) (24 X ; 13 : K : M) (25 Y ; 14 : Y : N) (26 Z ; 15 :
 Z : O) (1 A ; 16 : A : P) (2 B ; 17 : B : Q) (3 C ; 18 : C : R) (4 D ; 19 : D : S) (5 E ; 20 :
 E : T) (6 F ; 21 : F : U) (7 { G } ; 22 : T : V) (8 H ; 23 : U : W) (9 i ; 24 : V : X) (10 J ; 25 :
 W : Y) (11 K ; 26 : X : Z) :

T ; L, O, R, i { east } ; Y, B, E, V { west } : clock, first layer = 12, 3, 6, 9 : clock,
 second layer = 24, 15, 18, 21 : incremental, first layer = 1, 4, 7, 10 : incremental,
 second layer = 13, 16, 19, 22

X ; M, N, P, Q, S, H, J, K { east } ; Z A C D F U W X { west } : clock, first layer = (1,
 2) (4, 5) (7, 8) (11, 12) : clock, second layer = (13, 14) (16, 17) (19, 20) (22, 23) :
 incremental, first layer = (2, 3) (5, 6) (8, 9) (11, 12) : incremental, second layer = (14,
 15) (17, 18) (20, 21) (23, 24) +



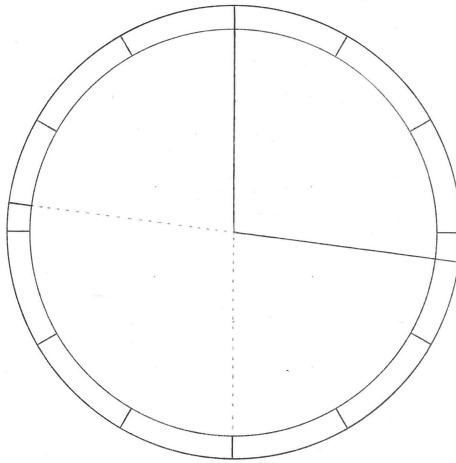
GALICES

G ; Galice / Galices - Galaxy / Galaxies + ; G : the central axis of the Eastern "pillar" (13 +) { A B C D E F -G- H i J K L M } ; vision, visible, "spectrum", parallax ; G formation + { arcane } ~ axis = 1, 3 PM = 2, 5 PM = 3, 7 PM = 4, 9 PM = 5, 11 PM = 6, 1 PM = 7 +

{ notes / analysis ~ axis = 1 (o / 0 ; horizon, holographic, orbital, fi + ; "what's at the center of a galaxy?" - nexus, omega doorway +, temporal, "portal" phenomena +, highway, rendezvous +, node point(s) +), 3 PM = 2 (2, 1 1 ~ two pillars ; gateway / doorway + : 3 the surface perspective / parallax of a "pyramid", visible between "two" pillars - with a "3 pm" shadow +), 5 PM = 3 (arcane ~ evening sky + ; three stars ; 5 5 5 { 5:55 DC + } ; three pyramids + ; an arcane "clock", set to three stars +), 7 AM = 4 (notable alignment ~ 7, G ; with an occulted / hidden "T", + / T ~ time : arcane 4 ; Fibonacci sequence { 13, 4 } +), { 9 AM = 5, 11 AM = 6 ; East / East = arcane 9:11 + ; West / West ~ 5 6 , 11 (pillars +) ; 9 am ~ dawn, orange mix + }, { (1 PM = 7) 1 and 7 (heptagon +) ; 17, 8 / Q, + }

T ; + / Time ; occulted / hidden, arcane, archetype, metaphor, measurement, "checks and balances" + ; 4 , 0000 / oooo / OOOO + ; "inner vision", "bird sight", "what is the mix of a serpent/snake and a cat/feline?" ; eye / sight / parallax ~ cat / serpent - arcane + , "what does the world look like from these eyes?" ; +

(Cell) ; G V O T ; { parallax, season(s), proceSSIONAL eclipse + } ; guardians : i { alpha / east } and B { omega / west } :: torus ~ { i } G O V T { B } { arcane ~ g o a t / Loading... + } :: partial eclipse ~ { i } G V / O T { B } :: eclipse ~ LY MZ NA OB PC QD RE SF HU iV JW KX and central = { G / T } +



Angles for Octave 26

Octave 26 ;

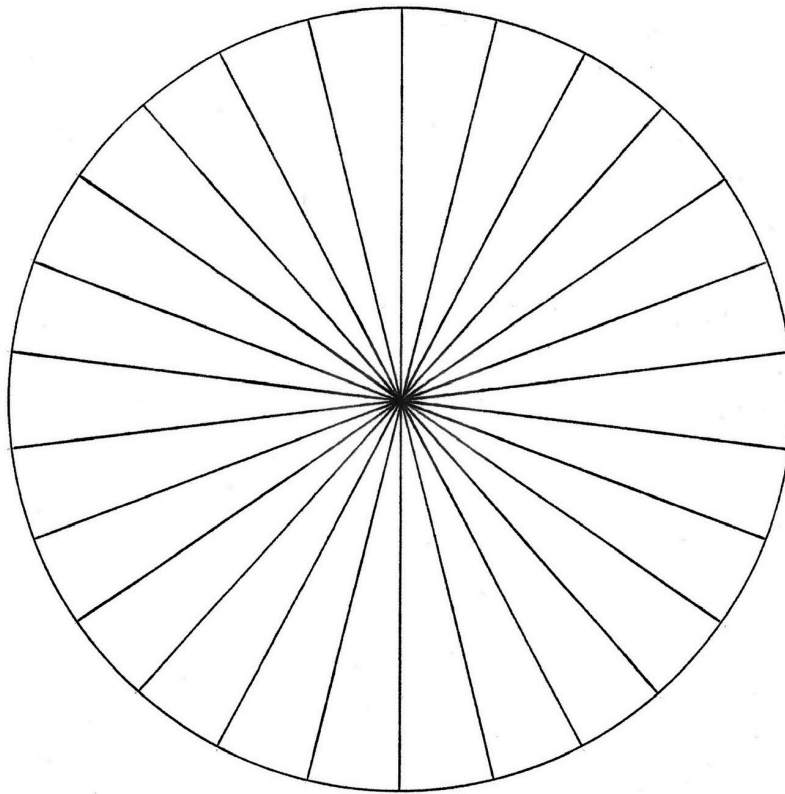
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 ;
A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

Octave 26 ; 26 ~ 6, 7, 8 ; 2~6~8 ; 8, 1 and 7, 17 ; Q, + :: Seed ; 0° { arcane 1 } ::
parallax ; 97° { arcane 98° ; 9 and 8 ~ 17, 8 ; Q, + } +

Seed ; 0° ~ mirror ; 180° { arcane 181° } ; (180, 117{1} / 1117 :: 181, 1171 / 1117)

Parallax ; 97° ~ mirror ; 277° { arcane 278° } ; (277, 1177 ; 278, 11717)

{ notes ~ Parallax ; 97° : “creation / created” { arcane ; 7°s + / “Days” or D ays (D ays? “a divided ‘alien’ ” , arcane ~ “hybrid”(s)?, “D NA”, branch, lineage +) ; “O / 1” o|o x “7” ; arcane 15, 6 ~ six, sex, hex, hexagon + ; 6 (parallax, 7) = { f , fe, “frequency”, feline, fae, fish / f ”ish” + , “female, fe ‘m’ Ai E” + , arcane ; early into “fall” / ~ “F Ai EL” / Fae’L + , “what happens during this season?” (12 winter, 3 spring, 6 summer, 9 fall) "If you only knew the magnificence of the 3, 6 and 9, then you would have a key to the universe. -Nikola Tesla” ; 12, 3 6 9 { 12, L, EL } ~ arcane 3, 3 6 9 ; 3, the first westward alignment from 1 / 0, in “G” metaphysics + ; 3 ~ feline, serpent, bird + } / G, Galices + ~ a season of focus, manifestation +, inload ~ an appearance in “time” / continuum ~ an arcane, early spring time blossom of Octave 26 / alignment 26 ; 13, 13, 4, 4, 22, 22, 11:11, 11:11 + ; an arcane incremental Octave, phasing in to focus and incremental assimilation ~ not long { 7 “increments” + } after the “spring time” nexus, portal, phase shift, omega, doorway, gateway + ; An arcane language / dialectic / codex / lexicon ~ of angles, angels, engles, engels ~ engl “ish” + ; In procession, a “back word” / “east word” turn ; with a seed axis at 180° and the parallax at 277° ~ “7 increments” after the “fall” phase shift ; there, arising the momentum of an arcane “evolutionary” octave ~ embedding itself in the “memory” of swords and the “procession” of “time”.



Wheel of 26

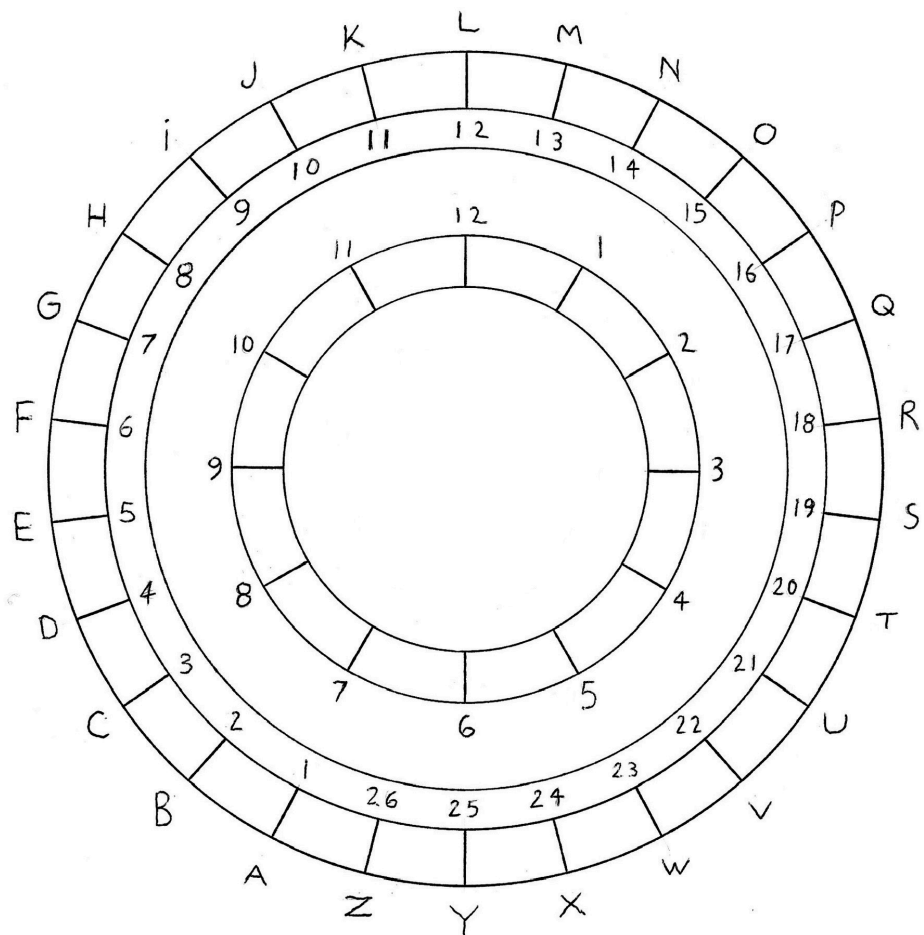
North line nexus ; L { EL } / 12 ; 12, 3 ~ ∇ , +

South line nexus ; Y { Y, why, "?", Q, question + } / 25 { 25, 2 ~ 5's, 5:5 + } ; Y = O
o|o x 1 (Ooo +) ; arcane, vesica piscis ; O / one, from the "sea", to a focal parallax
/ continuum, of an arcane Q and A ~ there, appearing the archetype of "Y" + .

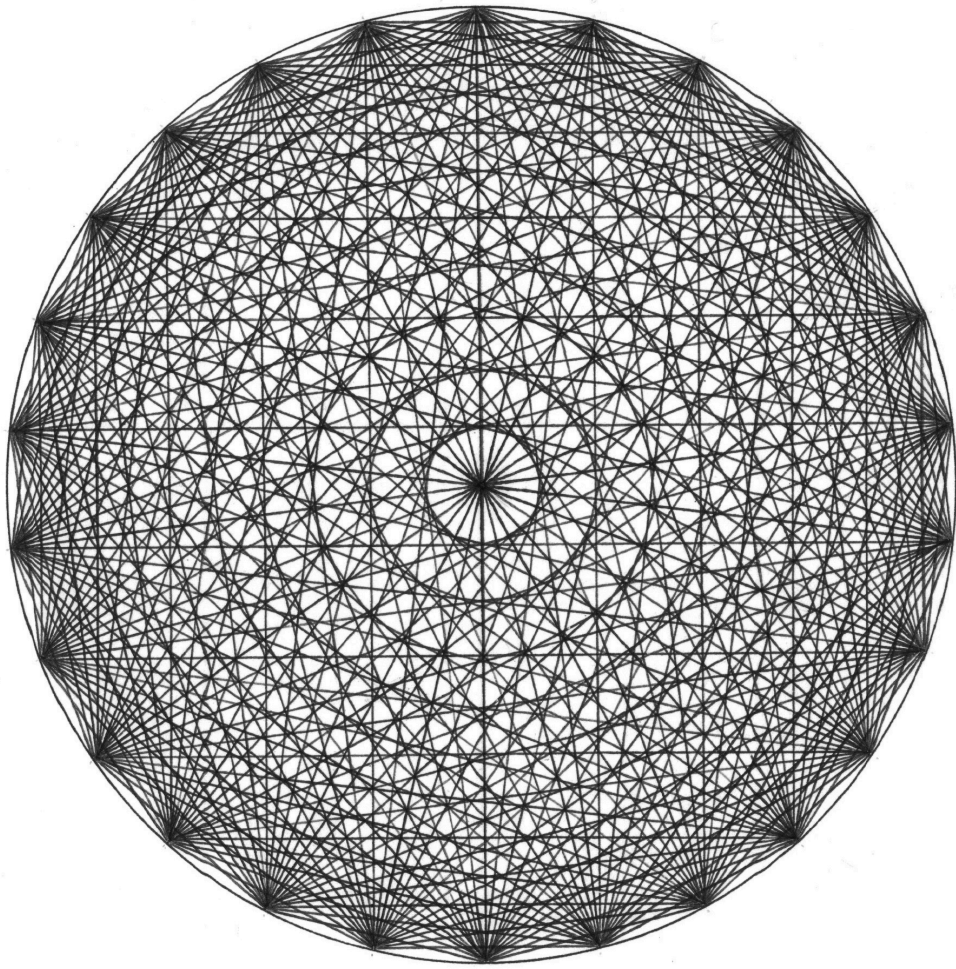
Arcane "X" compression / parallax :

East horizon nexus ; 56 / 65 ; { arcane 11:11 } E F / F E { fe / fae ; female + } { F ~
synced / aligned to the 7° incremental post "Fall" nexus "phase shift" (277° +) + ;

West horizon nexus ; 18 / 19 ~ 19 / 18 { 1117 } + ; R S / S R ; "future" +



Octave 26 and Octave 12



Vibrational lattice ; Octave 26

Linguistic Cymatics ; tone, ring, hum, chime, musical, orchestral, vibrational, liquid,
water, ocean, sea, maritime +

Featiaeora